

Conversant.c

```

/*****
 *
 *****/
 *
 * PROJECT:          e-sistant for action-engine
 *
 * FILE:             Conversant.c (Phase 1)
 *
 * DESCRIPTION: Tools for communicating with the Human Boss
 *
 * OBJECTIVE:
 *
 * REVISION HISTORY:
 *   5/14/99   Brian Roundtree   Initial version
 *
 *****/

#include <Pilot.h>           // all the system toolbox headers
#include "CharAttr.h"

#include "Globals.h"

#include "Conversant.h"

#include "Main.h"
#include "Main_res.h"       // application resource defines

/*****
 * Global variables for this module
 *****/

/*****
 * Prototypes for internal functions
 *****/

/***** Routines Called by the System *****/

/*****
 *****/
 *
 * FUNCTION:         AskBossQuestion
 *
 * DESCRIPTION:
 *
 * PARAMETERS:
 *
 * RETURNED:         true is answer recieved, response is pointed to by
 *                   the response pointer
 *
 *****/
Boolean AskBossQuestion(ULong type, Ptr quesParam, Ptr resParam)
{
    // add the question to the que

```

Conversant.c

```
// if app running use the active e-sistant UI
// if app not running use an alarm window
return false;
}
```

```
Boolean LoadTalkField (CharPtr talk)
{
```

```
    FormPtr    frmP;
    FieldPtr    fldP;
    Handle      h;
    Err          error;

    frmP = FrmGetActiveForm ();
    fldP = FrmGetObjectPtr(frmP, FrmGetObjectIndex(frmP, MainTalkField));
    h = FldGetTextHandle(fldP);
    if (!h) {
        h = MemHandleNew (StrLen(kDefGreeting) + sizeof("\0"));
        StrCopy((CharPtr)MemHandleLock(h), kDefGreeting);           // Load the new field text
    }
    else {
        FldSetTextHandle(fldP, NULL);
        error = MemHandleResize(h, StrLen(talk) + sizeof("\0"));
        ErrFatalDisplayIf(error, "Could not grow choices for list. [UpdateSentenceField]");
        if (error)
            return false;
        StrCopy((CharPtr)MemHandleLock(h), talk);                   // Load the new field text
    }
    MemHandleUnlock(h);
    FldSetTextHandle(fldP, h);
    FldDrawField(fldP);

    return true;
}
```